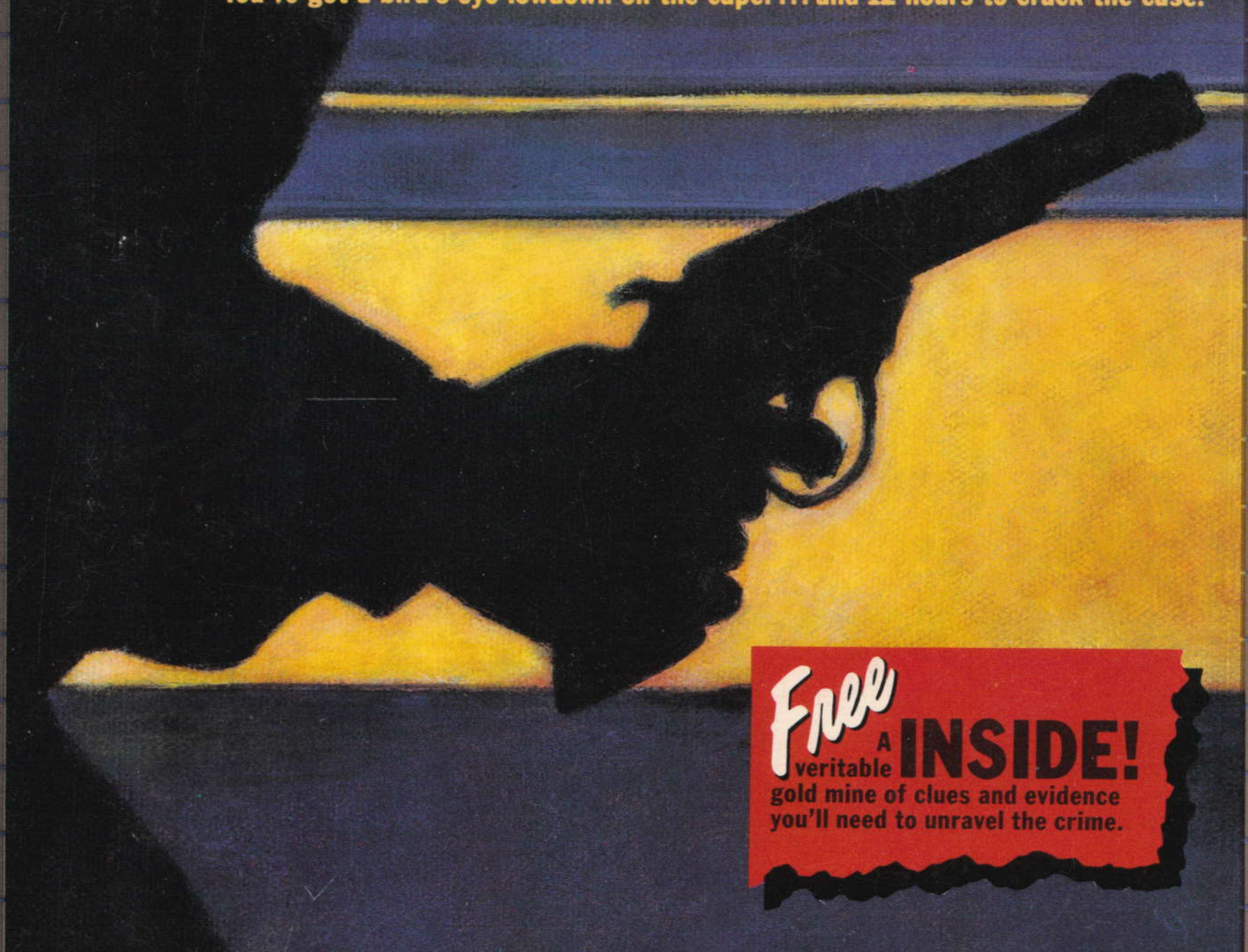
The WITNESS™

SOMEBODY'S GOING TO TAKE THE DEEP SIX!

You've got a bird's-eye lowdown on the caper... and 12 hours to crack the case.



INFOCOM™

INTERACTIVE FICTION

MYSTERY

STANDARD LEVEL

Distributed by Activision (UK) Ltd.

SOFTWARE FOR YOUR
AMSTRAD CPC/PCW



Hermetically sealed since 1938 inside every WITNESS package: your WITNESS disk, a suicide note, telegram, matchbook, an issue of the Santa Ana *Register* and the February 1938 *Nat'l Detective Gazette*.

FEBRUARY 1938, LOS ANGELES. FDR's New Deal is finally rolling. Hitler's rolling, too; this time through Austria. But as Chief Detective for a quiet burgh on the outskirts of L.A., you've got other fish to fry.

One gilt-edged society dame is dead. And now it looks like some two-bit grifter is putting the screws to her multi-millionaire old man. Then you step in, and the shakedown turns ugly. You're left with a stiff and a race against the clock to nail your suspect . . . unless you get nailed first!

Nobody said a sordid family affair like this was going to be a cinch. Everyone from the knock-out heiress to the poker-faced butler may end up in the slammer before it's over. Ahead of you is a Gordian knot of motives and alibis. And the only testimony you can trust is that of your own eyes—because you are The WITNESS.

GET INSIDE A STORY.
GET ONE FROM INFOCOM!

It's like waking up inside a story! Load Infocom's interactive fiction into your computer and discover yourself at the center of a world jam-packed with surprising twists, unique characters and original, logical, often hilarious puzzles.

For the first time, you're more than a passive reader. You can talk to the story, typing in full English sentences. And the story talks right back, communicating entirely in vividly descriptive prose. What's more, you can actually shape the story's course of events through your choice of actions. And you have hundreds of alternatives at every step. In fact, there's so much you can see and do, your investigation can last for weeks and even months.

To find the Infocom interactive story that's right foı you, just choose any one marked with the level of difficulty listed below that best matches your current level of interactive skill.

Junior: Best introduction to interactive fiction. Written for everyone from age 9 up.

Standard: Good introductory level for adults. This is Infocom's most popular level of interactive fiction.

Advanced: A greater level of challenge. Recommended for those who've already experienced Infocom's interactive fiction.

Expert: For real diehards seeking the ultimate challenge in interactive fiction.

Then find out what it's like to get inside a story. Get one from Infocom. Because with Infocom's interactive fiction, there's room for you on every disk.

INFOCOM

55 Wheeler St., Cambridge, MA 02138

For your: Apple II, Macintosh, Atari, Commodore 64, DECmate, DEC Rainbow, DEC RT-11, HP 150 & 110, IBM PC* & PCjr, KAYPRO II, MS-DOS 2.0*, Osborne, TI Professional, TI 99/4A, Tandy 2000, TRS-80 Color Computer, TRS-80 Models I & III.

*Use the IBM PC version for your Compaq and the MS-DOS 2.0 version for your Wang, Mindset, Data General System 10, GRiD and many others.



TAKE THEIR WORDS FOR IT!

"Unlike any other computer adventure in its realism, The WITNESS tests your deductive skills to the limit—every time you play it."

Book of the Month Club

"A highly logical game. The picture is printed with words."

Tom, 14,
Andover, Massachusetts

"There are no graphics displays or sound effects in the game. The WITNESS doesn't need them. Its descriptive prose is as vivid as a novel's, painting verbal pictures of the suspects (and victim) more strikingly than any mere picture could. . . . Best Adventure Game of 1983."

ELECTRONIC GAMES magazine

"If you have ever longed to work with Philip Marlowe, Miss Marple, or Lord Peter Wimsey, The WITNESS is the next best thing."

CREATIVE COMPUTING magazine

"Enthralling!"

Lillian, 50, Professor,
Vancouver, Canada

"You are a police detective in the best Dashiell Hammett tradition."

MS. magazine

"Love it! Thought-provoking, stimulates creative problem-solving, engrossing and entertaining."

Ken, 34, Teacher,
Los Angeles, California

"Galley and the Infocom staff have succeeded in designing what Sherlock Holmes would call 'a three-pipe problem.'"

BYTE magazine

"Excellent in every respect; very imaginative, absorbing, intellectually stimulating and fun! Great entertainment, super product."

Gary, 35, Banker,
Sikeston, Missouri


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